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Learning with LogoWriter Series

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You and Your Friends

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Get the Facts!

And more to come...

LCSI

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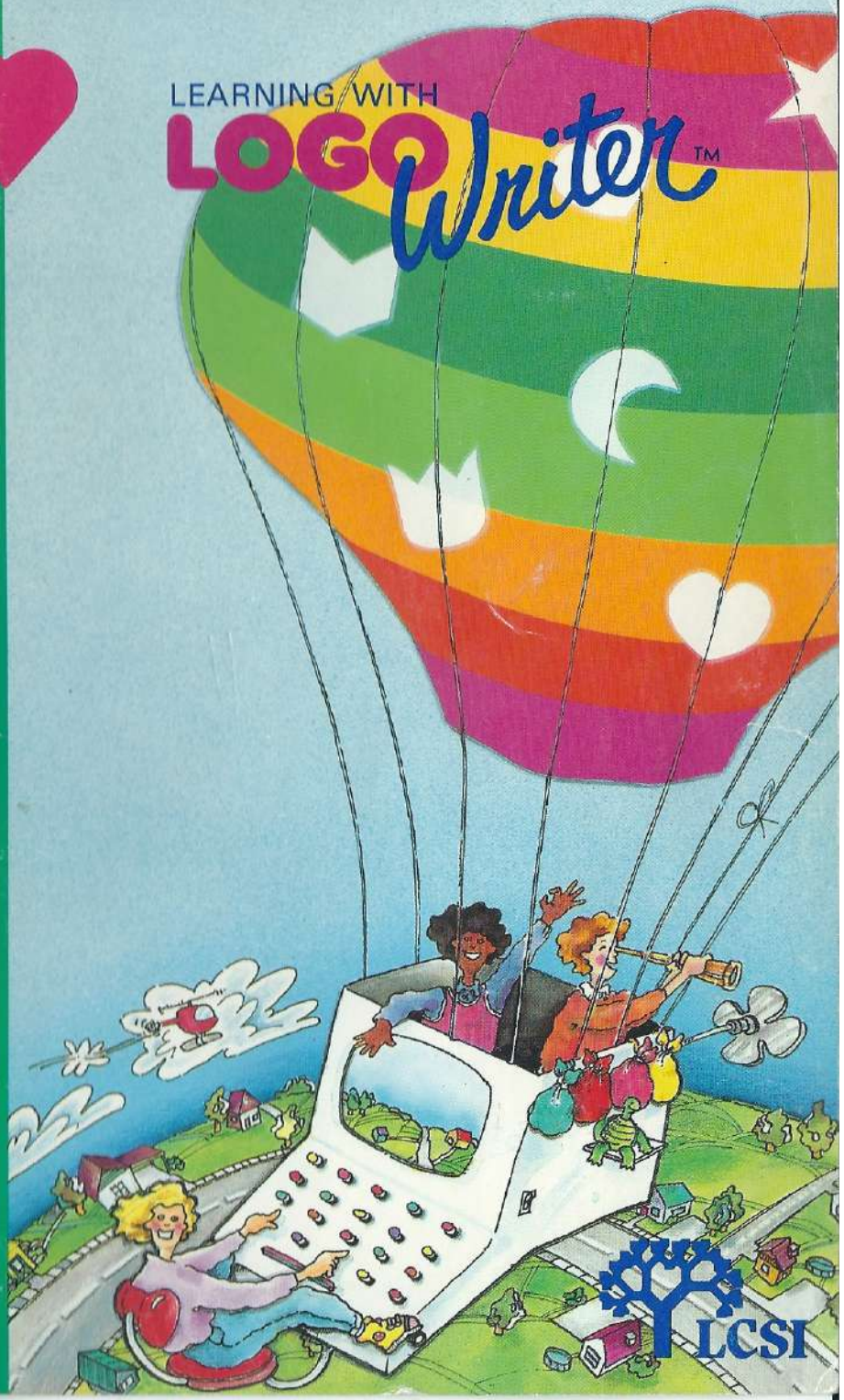
On Your Mark, Get Set, Go

LEARNING WITH

LOGO Writer™



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Learning with LogoWriter

On Your Mark, Get Set, Go

by Logo Computer Systems Inc.

ZELLERS ELEMENTARY SCHOOL
STRONGSVILLE PUBLIC SCHOOLS

Montréal New York Tokyo

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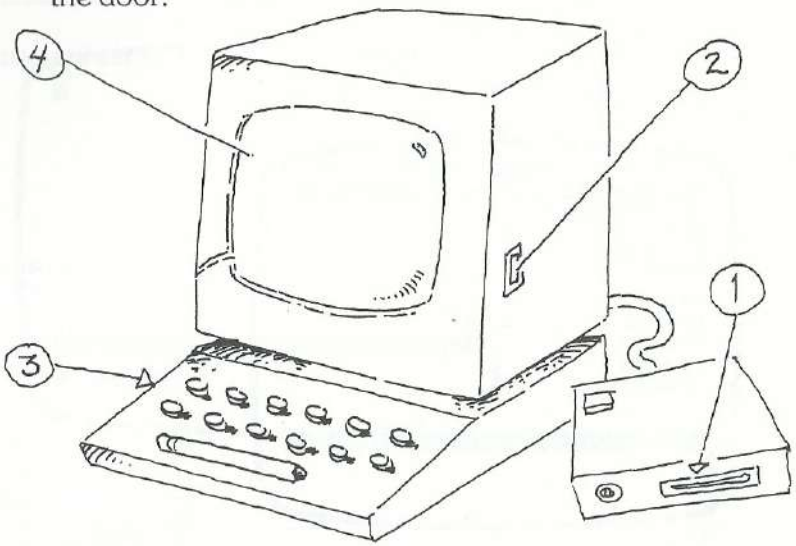
Getting Started

1 Put the LogoWriter diskette into the disk drive and close the door.



2 Turn on the monitor.

3 Turn on the computer. The disk drive light will go on.

4 After a few seconds, this is what you'll see:

LOGO Writer™
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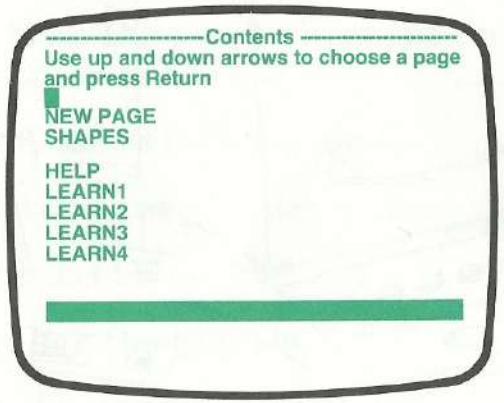
Press Return

The LogoWriter diskette contains:

- The LogoWriter program.
- Your scrapbook. The scrapbook is where you keep all your work. Your work is kept on pages.

The Contents page shows the names of the pages in your scrapbook.



The Shapes page.

Pages to help you get started.

The little blinking box is the cursor.

Use the **down arrow** key to move the cursor to:

Learn1

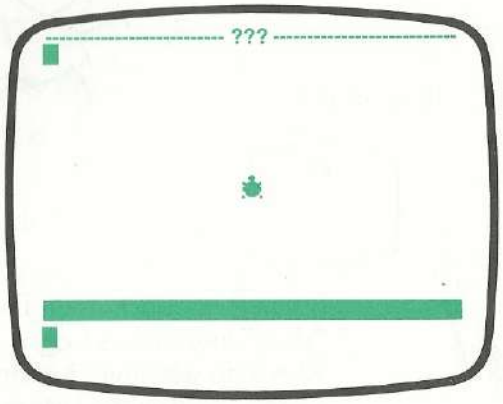
Press Return Enter

After completing **Learn4**, use the **down arrow** key to move the cursor to:

New page

Press Return Enter

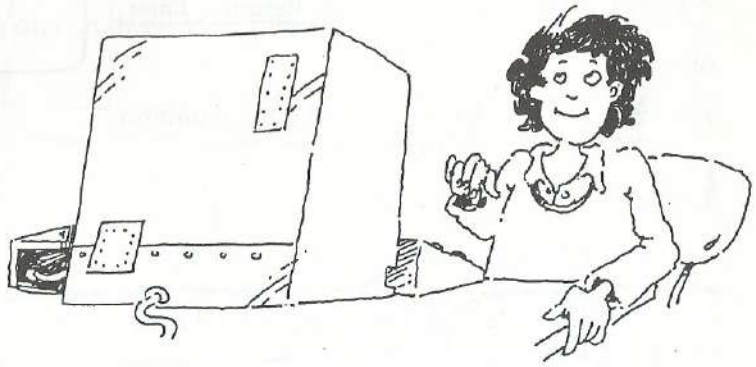
This is what you'll see:



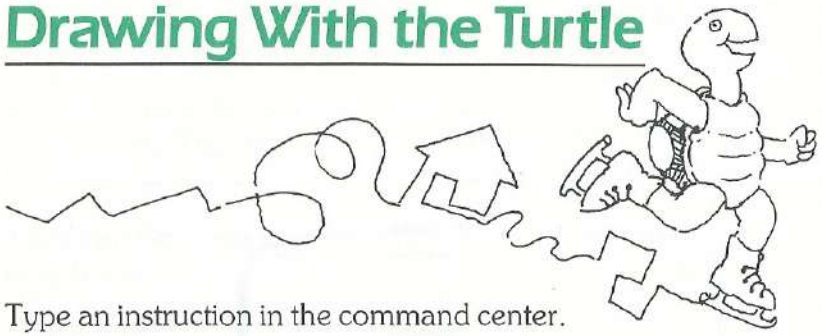
This is the *page*.

This is the *command center*.

This is where you type your instructions.



Drawing With the Turtle



Type an instruction in the command center.

```
forward 50
```

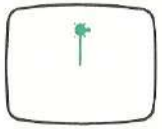
Don't forget the space.

Press Return Enter. The "do it" key makes LogoWriter do whatever is written on the line that the cursor is on.

To make the turtle face another direction:

```
right 90
```

Don't forget Return Enter



or

```
rt 90
```

Rt is the short way of writing **right.**

Try this:

```
fd ␣ rt ␣ fd ␣ rt ␣ fd ␣
```

Fd is the short way of writing **forward.**

The ␣ means fill in any number.

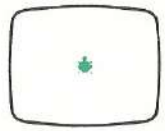
Now try this:

```
cg
```

Cg stands for **c**lear **g**raphics.

```
fd ␣
```

Put in any number.



Fd, **rt**, and **cg** are LogoWriter commands.

Try **fd** without an input.

```
fd
```

Return Enter

You get this message in the command center:

```
fd needs more inputs
```

Fd needs a number to know how far forward to go.

Try this command.

```
cc
```

Cc stands for **c**lear **c**ommands. It clears the command center.

Here are two more commands.

```
back ␣
```

or

```
bk ␣
```

```
left ␣
```

or

```
lt ␣
```

The turtle can move without drawing lines. You just have to lift its pen.

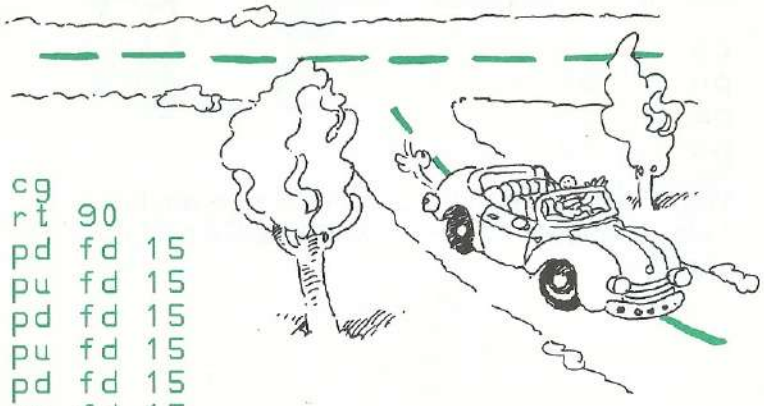
```
pu fd 20
```

Pu stands for **p**en **u**p.

```
pd fd 20
```

Pd stands for **p**en **d**own.

You can draw something like this.



```
cg
rt 90
pd fd 15
pu fd 15
pd fd 15
pu fd 15
pd fd 15
pu fd 15
pd fd 15
```

Or try this:

```
repeat 5 [pu fd 15 pd fd 15]
```

This is a new command. It has two inputs.

The first input is a number.

The second input is a list of instructions. A list is always inside brackets [ ].

You can use the same instructions again without retyping them.

```
repeat 5 [pu fd 15 pd fd 15]
```

Return Enter

Use the **up arrow** to move the cursor to this line.

```
repeat 5 [pu fd 15 pd fd 15]
```

Return Enter

Here are some more commands.

`ht` **Ht** stands for **h**ide **t**urtle.

`st` **St** stands for **s**how **t**urtle.

`pe` **Pe** stands for **p**en **e**rase.

```
cg
pd fd 50
pe bk 25
pd fd 50
```

Words that are built into LogoWriter's vocabulary are called *primitives*. *Commands* are one kind of LogoWriter primitive.

Here are two ways to draw a square.

The long way:

```
fd 50
rt 90
fd 50
rt 90
fd 50
rt 90
fd 50
rt 90
```

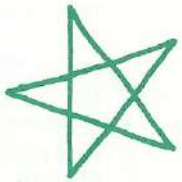
The short way:

```
repeat 4 [fd 50 rt 90]
```

You can have lots of fun with **repeat**. By changing the inputs, you can get some amazing pictures.

Try:

```
cg
repeat 5 [fd 75 rt 144]
```



Draw another star in a different place on the page.

Use the **turtle-move** keys to help you.

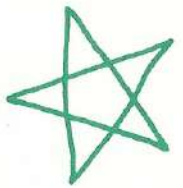
Press Fn-9

Use the **arrow** keys to move the turtle.

ESC Press **Escape**.

Type:

```
repeat 5 [fd 75 rt 144]
```



Saving a Page

To save a page in your scrapbook, follow these steps:

Name the page:

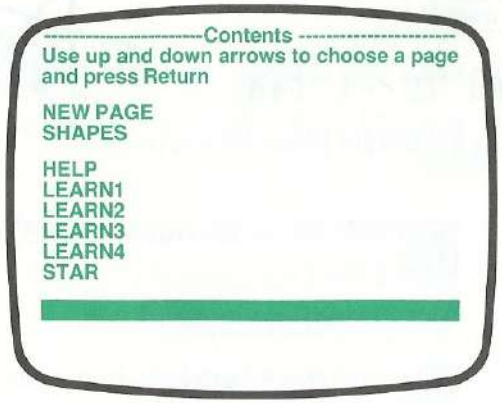
```
namepage "star
```

Return Enter

Use any name – but don't forget the quotation mark.

ESC Press **Escape.**

You will see:



Your page is now in your scrapbook. It is listed on the Contents page.

Now you can choose the star page or a new page.

More Things to Do With the Turtle – Colors and Shapes

Try these:

```
setsh 15
```

Setsh stands for **set shape.**

```
setsh 26
```

Each shape has a number.

```
setsh 0
```

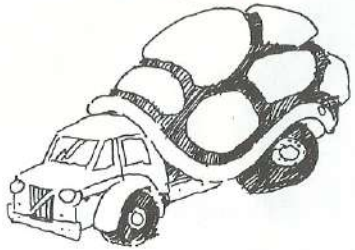
Setsh 0 gets the turtle shape back.

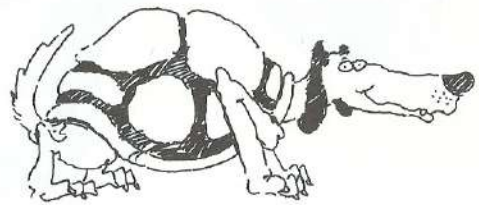
To see the different shapes the turtle can wear, type:

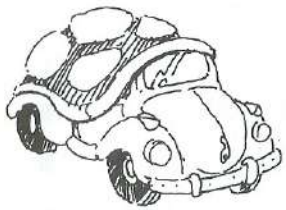
```
shapes
```

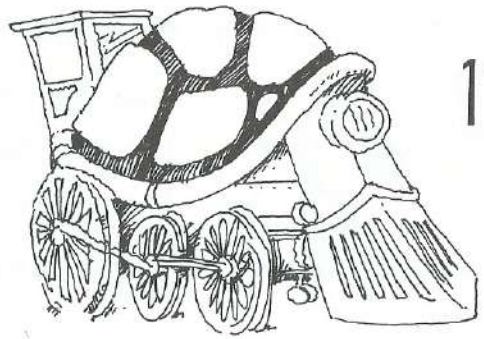
To return to your page:

ESC Press **Escape.**







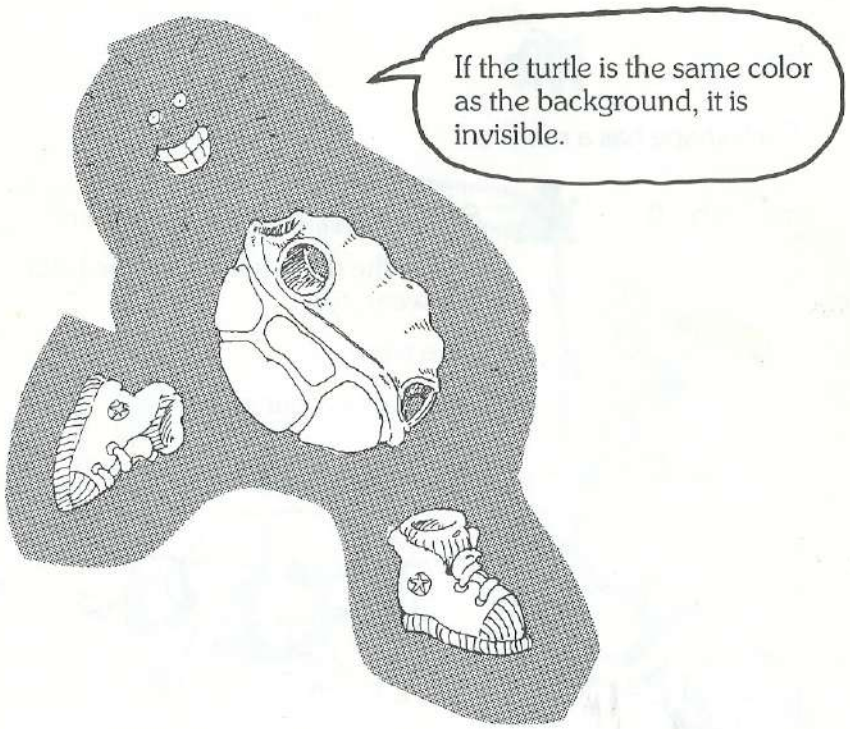


```
setc 2
fd 20

setc 1
fd 20
```

The input is the color number.

`setbg 3` **Setbg** stands for **set** background.



To see all the colors:

Press ⍁-0 Fn-10

This is the Help page.

To return to your page:

ESC Press **Escape**.

Making a Birthday Card

Use **setsh** and **setc** to change the turtle's shape and color.

With the **stamp** command, you can stamp the shape of the turtle anywhere on the page.

Go to a new page.

Try this:

```
setsh 14
setc 3
stamp
pu fd 30
setc 2
pd
stamp
pu fd 30
```

Always put the pen down before stamping.

To reset the graphics, type:

`rg` **Rg** resets the graphics to the way they were when you started LogoWriter.

This means:

- All drawings are erased from the page.
- The turtle is white and is wearing the "turtle" shape.
- The background is black.

Try out different shapes and colors.

Use the **turtle-move** keys to help you.

If you stamp a shape in the wrong place:

`setsh ␣` Set the turtle to the same shape as the shape you want to erase.

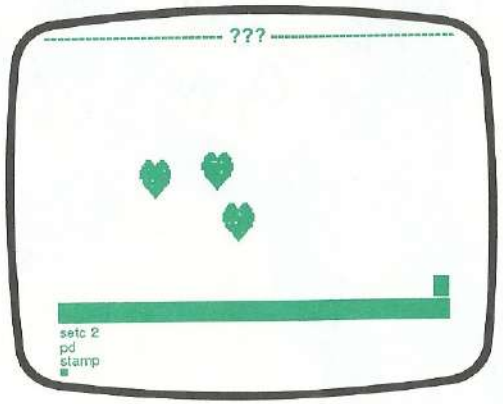
Move the turtle back over the shape (it looks like the turtle is hiding).

`pe` Put the eraser down.
`stamp` Stamp again.

When your picture is finished, write in your message.

Use the **label** key:

Press ⌘-8 **Fn-8**



The label cursor

Move the cursor with the **arrow** keys.

Type in your message.

HAPPY BIRTHDAY, MOM

To erase a letter:

`HAPY□` Use the **arrow** keys to move the cursor over the letter.

`HAP[Y]`

`HAP□` Type the same letter again.
To erase the Y, type Y again.

When you have finished your message:

Press **Escape**.

When you finish working on this page, remember to:

`np "card` Use any name.

This is short for **namepage.**

Press **Escape**.

Try these ideas

Make cards for different occasions:
• anniversary cards
• New Year cards
• party invitations
What other types of cards can you make?

Writing a Fan Letter

Write a letter to someone you admire. It can be a movie star, a teacher, or even the President!

Go to a new page.

To start writing on the page, press the **up** keys.

Ctrl-U Ctrl-U **U** stands for **up**.

The cursor on the page is blinking. Start typing!

Dear Paul,

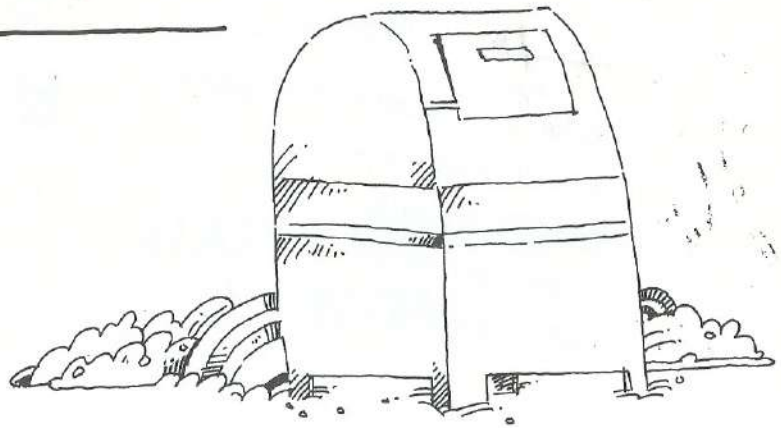
I think you are a fantastic actor. I have seen all your movies. How did you become an actor? Did you have to study a long time?

Return Enter

I'd like to be an actor when I'm older. I have been in a few school plays. I was really nervous!

Your friend,

Terry



If you make a mistake while typing:

Use the **arrow** keys to move the cursor to the character after the incorrect letter or word.

Press Delete Backspace to back up and erase.

To go down to the command center, press the **down** keys.

Ctrl-D Ctrl-D **D** stands for **down**.

The cursor in the command center is now blinking.

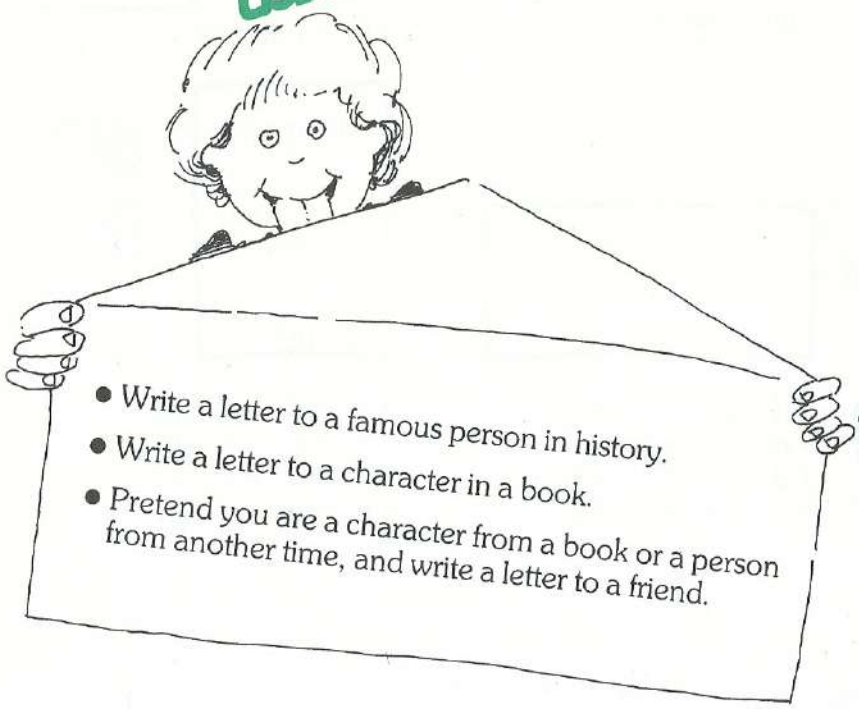
When you finish working on this page, remember to:

```
np "letter
```

Use any name.

ESC Press **Escape**.

Try these ideas



- Write a letter to a famous person in history.
- Write a letter to a character in a book.
- Pretend you are a character from a book or a person from another time, and write a letter to a friend.

Street Scene

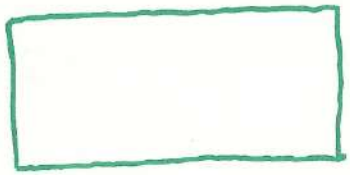
Draw a picture of a street.

You can make buildings using:

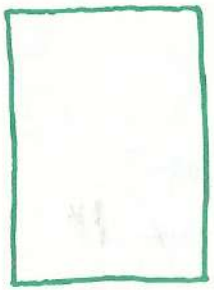
squares

```
repeat 4 [fd 50 rt 90]
repeat 4 [fd 80 rt 90]
```

and rectangles

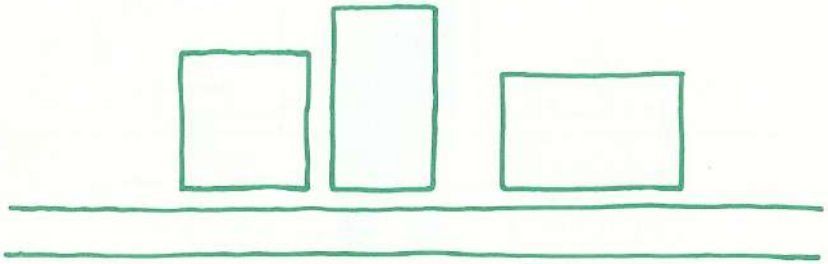


```
fd 40 rt 90
fd 70 rt 90
fd 40 rt 90
fd 70 rt 90
```

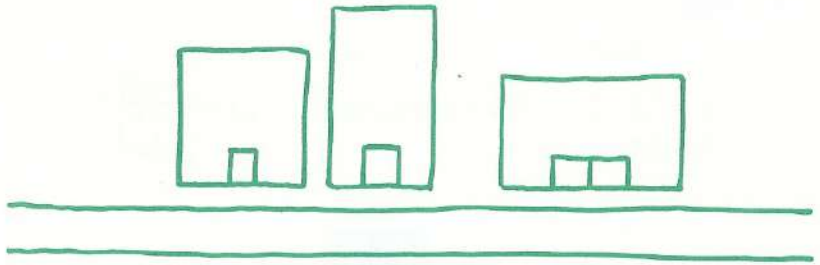


```
fd 80 rt 90
fd 50 rt 90
fd 80 rt 90
fd 50 rt 90
```


Make a street full of buildings. Draw the buildings in different colors.



Add doors!



Use the **fill** command to fill a shape with color. Follow these steps:

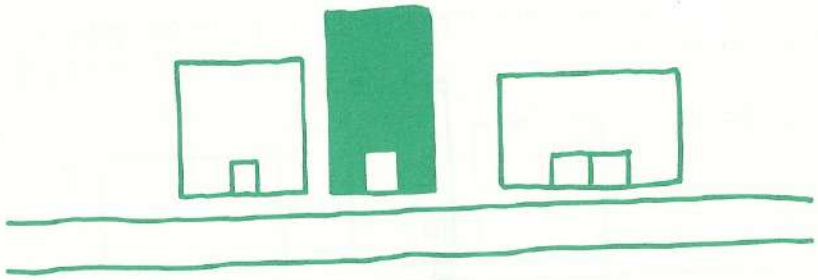
Press the **turtle-move** keys.

Move the turtle into the shape, with the **arrow** keys.

Press **Escape**.

Type:

```
fill
```



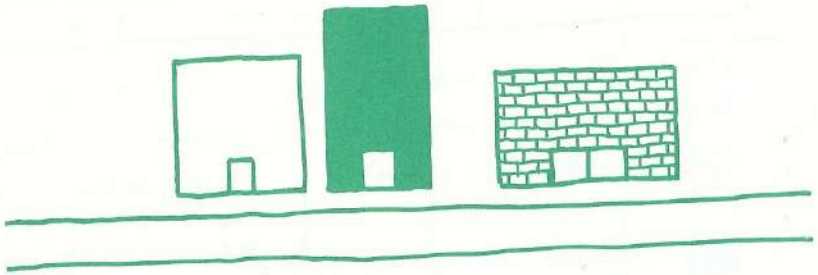
The **shade** command works the same way, except that it fills a shape with copies of the turtle's shape.

Move the turtle into the shape.

Type:

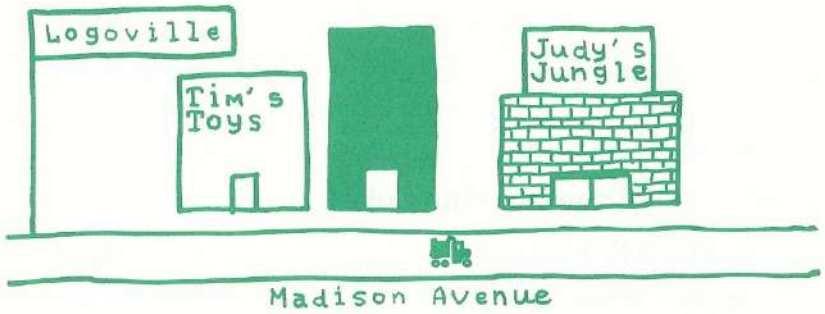
```
setsh 29
shade
```

The turtle looks like this –



Stamp some trucks or cars on the street!

When you finish drawing, press the **label** keys ⌘-8 Fn-8, and type names on the buildings and street.



When you finish working on this page, remember to:

```
np "street
```

Use any name.

Press **Escape.**

More Things to Do

Here are some activity cards for you to do. They all have dark green tabs.

Drive a Truck

Fill Your Drawings With Color!

Building Blocks

Tracks in the Sand

Sunshine

Flashing Sign

Dandelions

Label Your Pictures

Bug Eyes

What a Character!

A Connect-the-Dots Puzzle

Glossary

Primitives are words built into LogoWriter's vocabulary. All the primitives in this booklet are commands.

Here is a list of the primitives introduced in this booklet:

Commands	Short Forms
back	**bk**
cc (for **c**lear **c**ommands)	
cg (for **c**lear **g**raphics)	
fill	
forward	**fd**
ht (for **h**ide **t**urtle)	
left	**lt**
namepage	**np**
pe (for **p**en **e**rase)	
pd (for **p**en **d**own)	
pu (for **p**en **u**p)	
repeat	
right	**rt**
rg (for **r**eset **g**raphics)	
setc (for **set c**olor)	
setsh (for **set sh**ape)	
shade	
shapes	
st (for **s**how **t**urtle)	
stamp	

Other Terms

command	A word that tells LogoWriter to do something.
command center	The bottom part of the screen where you type instructions.
Contents page	The scrapbook's Table of Contents. It shows the names of the pages in the scrapbook.
Help page	A page that contains useful information.
page	A part of your scrapbook. It contains pictures and text. When you select a page, it is displayed on the top part of the screen.
scrapbook	The collection of the pages on your LogoWriter diskette.
Shapes page	A special page that shows the different shapes the turtle can wear.